CLAIM LISTING

1-50.   (Cancelled)

51.   (Previously Presented) A method for horizontally scrolling a window, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a window descriptor having a numerical value for indicating how many pixels are to be blanked out at an edge of the window;

receiving an address of a start of the window;

receiving a plurality of pixels defining the entire window comprising the graphics;

blanking out how many pixels are indicated by the numerical value from the plurality of pixels defining the entire window comprising the graphics;

continuing storing the plurality of pixels defining the entire window comprising the graphics; and

displaying the window and graphics such that the blanked out pixels of the window and graphics are not displayed and a first non-blanked pixel of the window and graphics is displayed.

52.   (Previously Presented) The method of horizontally scrolling the window of claim 51, wherein each pixel is comprised of a first number of one or more bits, wherein the graphics comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

53.   (Previously Presented) The method of horizontally scrolling the display window of claim 52, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

54.   (Previously Presented) The method of horizontally scrolling the display window of claim 53, wherein the second number of bits is a multiple of 32 bits.

55.   (Previously Presented) A method for horizontally scrolling a window to the left by one or more pixels, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a first numerical value indicating how many pixels are to be blanked out;

receiving a first address of a start of the window;

receiving a first portion of the graphics, wherein the first portion of the graphics is associated with the received first address, from the memory;

blanking out how many pixels are indicated by the first numeric value of the first portion of graphics;

displaying the first portion of graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non—blanked pixel of the plurality of pixels is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the window, the second address pointing to the right of the first start address by one or more graphic memory words;

receiving a second portion of the graphics, wherein the second portion is associated with the received second address, the second plurality of graphics data being from the memory;

blanking out how many pixels are indicated by the second numerical value of the second portion of graphics; and

displaying the second portion of the graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the plurality of pixels is displayed; and

wherein the plurality of pixels defining the entire window comprising the graphics are stored in the memory while blanking out how many pixels are indicated in the first numerical value and how many pixels are indicated in the second numerical value.

56.　(Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are included in a window descriptor.

57.　(Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

58.　(Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

59.　(Currently Amended) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

　　　　receiving a first numerical value for indicating how many pixels are to be blanked out;

　　　　receiving a first address of a start of the display window;

　　　　receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

　　　　blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory;

　　　　displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non-blanked

pixel of the first plurality of graphics data is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window, the second address pointing to the right of the first address by one or more graphic memory words;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non—blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value; and

storing a plurality of pixels defining the entire display window and the graphics in a memory while blanking the first numerical value and the second numerical value.

60. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are included in a window descriptor.

61. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

62. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value is included in a first

window descriptor and the second numerical value is included in a second window descriptor.

63-70.   (Cancelled)

71.   (New) The method of claim 51, wherein said edge of the window is a horizontal edge.

72.   (New) The method of claim 55 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

73.   (New) The method of claim 59 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

74.   (New) A method for horizontally scrolling a display window, the method comprising:

     receiving a window descriptor having a numerical value;

     receiving an address of a start of the display window;

     receiving a plurality of graphics data associated with the received address, the plurality of graphics data being from a memory;

     blanking out a number of pixels of the plurality of graphics data, said number being equal to the numerical value, while continuing storing said number of pixels in memory; and

     displaying the plurality of graphics data such that the blanked out pixels of the plurality of graphics data are not displayed and a first non-blanked pixel of the plurality of graphics data is displayed; and

     storing a plurality of pixels defining the entire display window and graphics in memory while blanking out the number of pixels.

75.   (New) A method for horizontally scrolling a window to the right by one or more pixels, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a first numerical value indicating how many pixels are to be blanked out;

receiving a first address of a start of the window;

receiving a first portion of the graphics, wherein the first portion of the graphics is associated with the received first address, from the memory;

blanking out how many pixels are indicated by the first numeric value of the first portion of graphics;

displaying the first portion of graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non—blanked pixel of the plurality of pixels is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the window, the second address pointing to the left of the first start address by one or more graphic memory words;

receiving a second portion of the graphics, wherein the second portion is associated with the received second address, the second plurality of graphics data being from the memory;

blanking out how many pixels are indicated by the second numerical value of the second portion of graphics; and

displaying the second portion of the graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the plurality of pixels is displayed; and

wherein the plurality of pixels defining the entire window comprising the graphics are stored in the memory while blanking out how many pixels are indicated in

the first numerical value and how many pixels are indicated in the second numerical value.

76.　　(New) The method of horizontally scrolling the display window to the right of claim 75, wherein the first numerical value and the second numerical value are included in a window descriptor.

77.　　(New) The method of horizontally scrolling the display window to the right of claim 75, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

78.　　(New) The method of horizontally scrolling the display window to the left of claim 75, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

79.　　(New) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

　　　　receiving a first numerical value for indicating how many pixels are to be blanked out;

　　　　receiving a first address of a start of the display window;

　　　　receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

　　　　blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory;

　　　　displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non-blanked pixel of the first plurality of graphics data is displayed;

　　　　receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window, the second address pointing to the left of the first address by one or more graphic memory words;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non—blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value; and

storing a plurality of pixels defining the entire display window and the graphics in a memory while blanking the first numerical value and the second numerical value.

80. (New) The method of horizontally scrolling the display window to the right of claim 79, wherein the first numerical value and the second numerical value are included in a window descriptor.

81. (New) The method of horizontally scrolling the display window to the right of claim 79, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

82. (New) The method of horizontally scrolling the display window to the left of claim 79, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

83.   (New) The method of claim 55, wherein pointing to the right of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

84.   (New) The method of claim 59, wherein pointing to the right of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

85.   (New) The method of claim 75, wherein pointing to the left of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

86.   (New) The method of claim 79, wherein pointing to the left of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.